

SOFTWARE QUALITY ASSURANCE & TESTING (CSE-598)

GRADUATE PROJECT REPORT

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TOPIC: SATM using MVC architecture.

OBJECTIVE:

Designing and implementing a simple automatic teller machine using MVC (Model-View-Controller) Architecture and testing model, view and controller using Junit framework

INTRODUCTION:

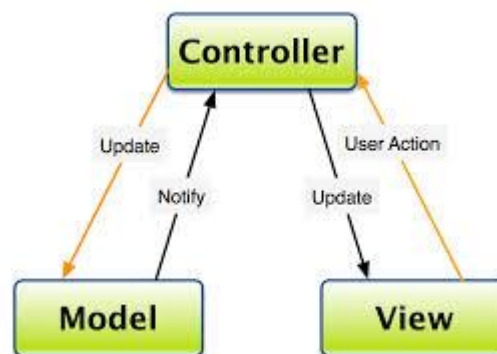
Model-View-Controller Architecture:

The MVC pattern differentiates the modelling of a pattern, its presentation and the actions based on user input into three separate classes.

Model: A model class represents the information or data of an application and the rules to manipulate the data.

View: View represents the user interface of your application. Views handle the job by providing data to the web browser or other tool that is used to make requests from your application.

Controller: The controller provide the “flow” between models and views. Controllers are responsible for processing the incoming requests from the web browser, interrogating the models for data and passing that data on to the views for presentation.



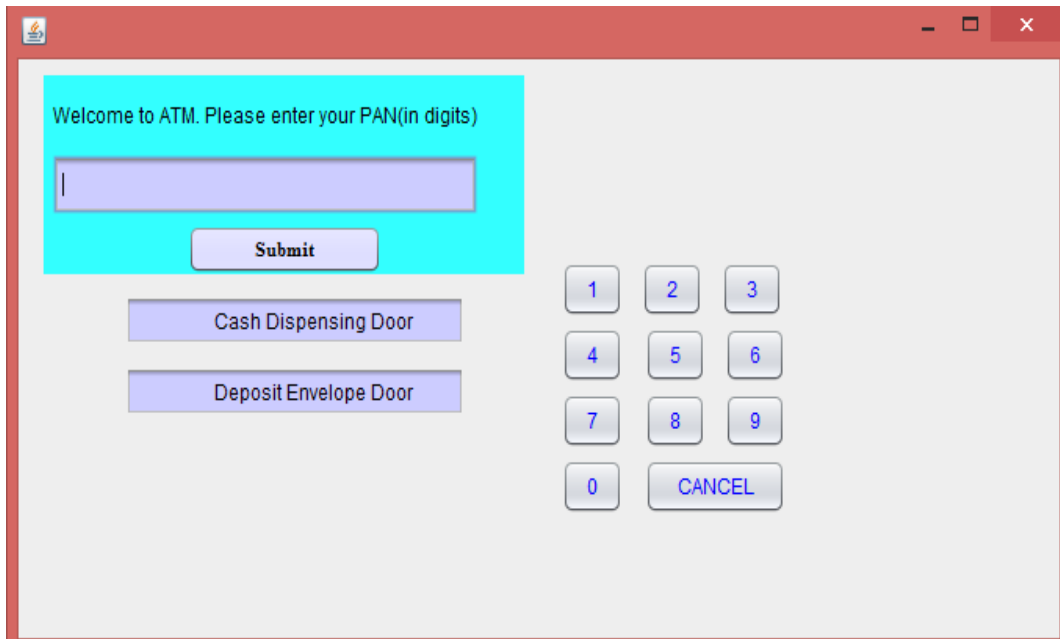
SATM APPLICATION:

SATM is a simple automatic teller machine to communicate with the bank customers. The customer can perform any of three transaction types: deposit, withdrawals and balance inquires.

Customer can exit the system at any point during the transaction. MVC architecture will be used to develop the system. View part will be done by the GUI screens for interaction with the customer. Files will be used to handle the Model (data) part of the architecture. Controller will handle the transactions as well as the updation of model at times.

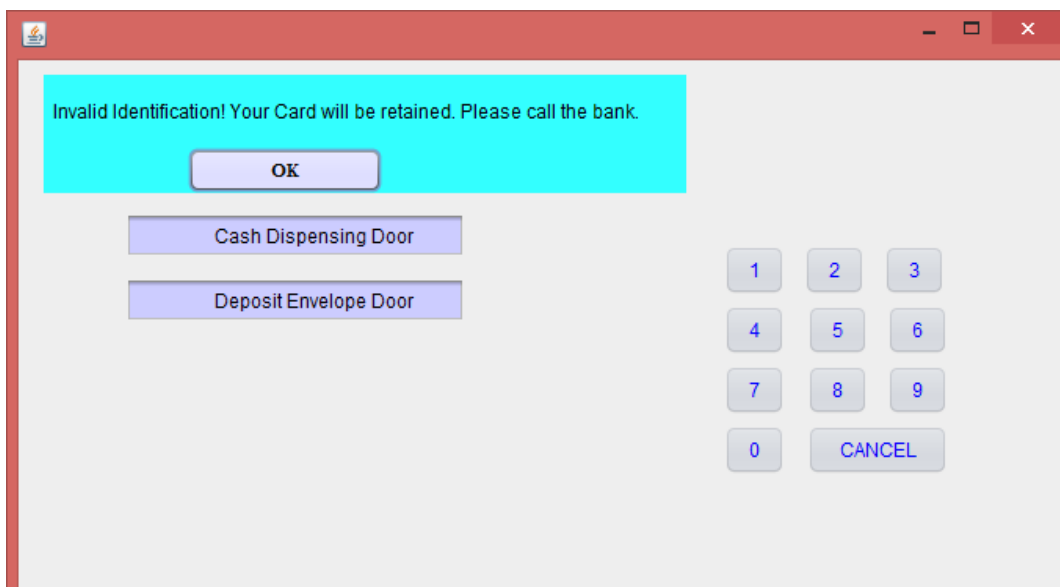
IMPLEMENTATION OF SATM APPLICATION:

- In below screen, customer is asked to enter his PAN.



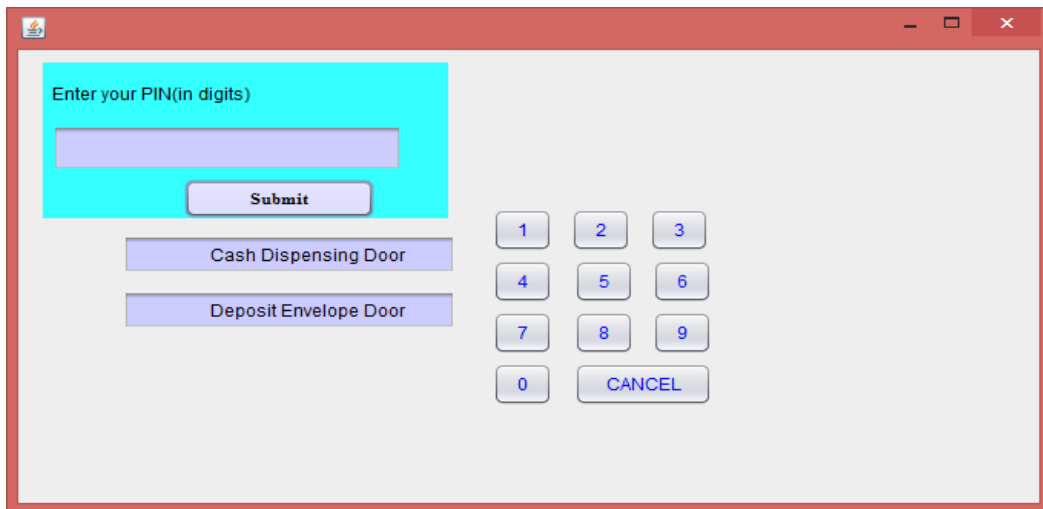
A screenshot of an ATM application window. The window has a red title bar with standard Windows controls. The main area has a light gray background. On the left, there is a cyan rectangular box containing the text "Welcome to ATM. Please enter your PAN(in digits)". Below this text is a white text input field with a blue border and a cursor. To the right of the input field is a "Submit" button. Below the cyan box, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". To the right of these buttons is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

- If the entered PAN is wrong, below screen will be displayed.



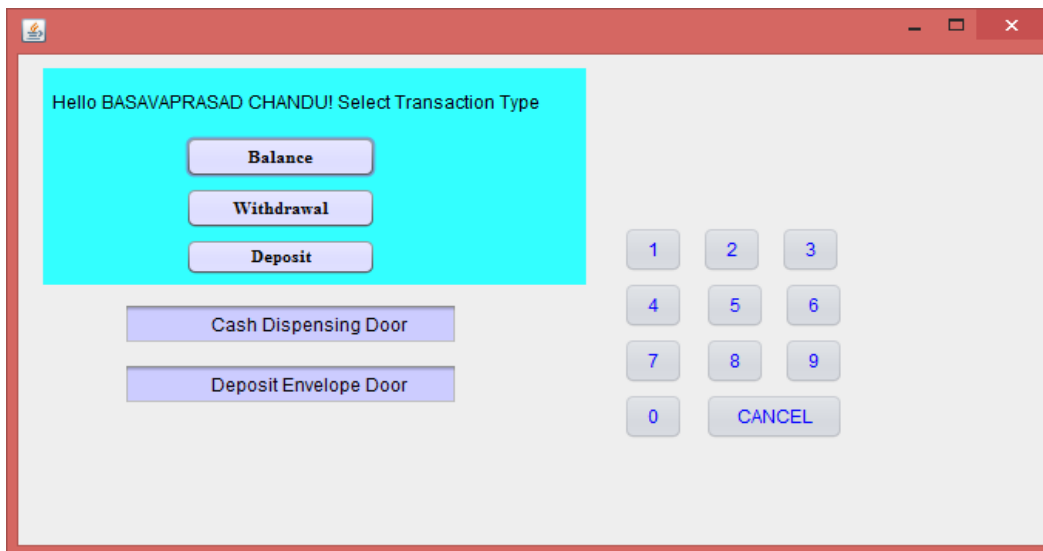
A screenshot of the same ATM application window, but with an error message. The cyan box now contains the text "Invalid Identification! Your Card will be retained. Please call the bank." Below this text is an "OK" button. The "Cash Dispensing Door" and "Deposit Envelope Door" buttons remain on the left, and the numeric keypad remains on the right.

- If the entered PAN is correct, it will take him/her to the next page.



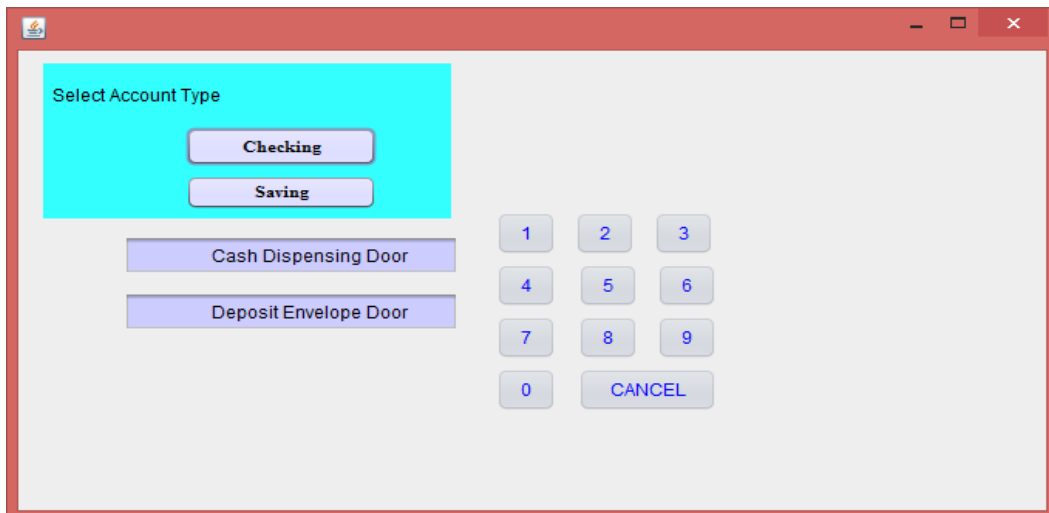
A screenshot of a banking application window with a red title bar. The main content area has a light gray background. On the left, there is a cyan rectangular box containing the text "Enter your PIN(in digits)" in black. Below this text is a white rectangular input field. Under the input field is a button labeled "Submit". To the right of the cyan box, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". To the right of these buttons is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

- If entered PIN is correct he will be taken to the next screen.

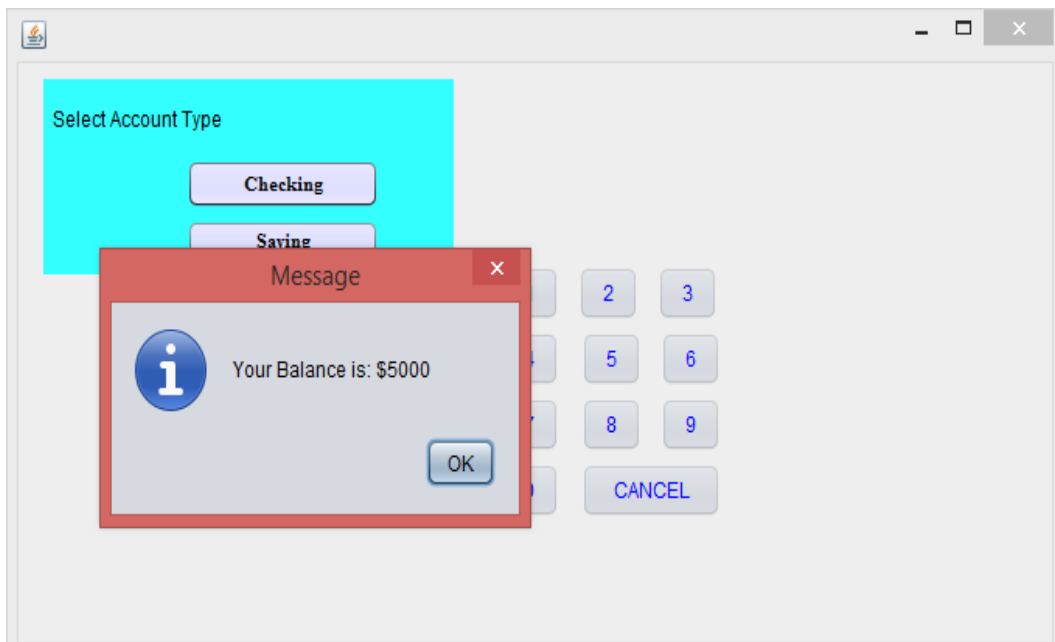


A screenshot of a banking application window with a red title bar. The main content area has a light gray background. On the left, there is a cyan rectangular box containing the text "Hello BASAVAPRASAD CHANDU! Select Transaction Type" in black. Below this text are three buttons: "Balance", "Withdrawal", and "Deposit". To the right of the cyan box, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". To the right of these buttons is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

- If the customer clicks on Balance option: he will be asked to select the account displayed below.



- Whatever the account user selects, he will be shown balance of that account which can be seen in below screen.



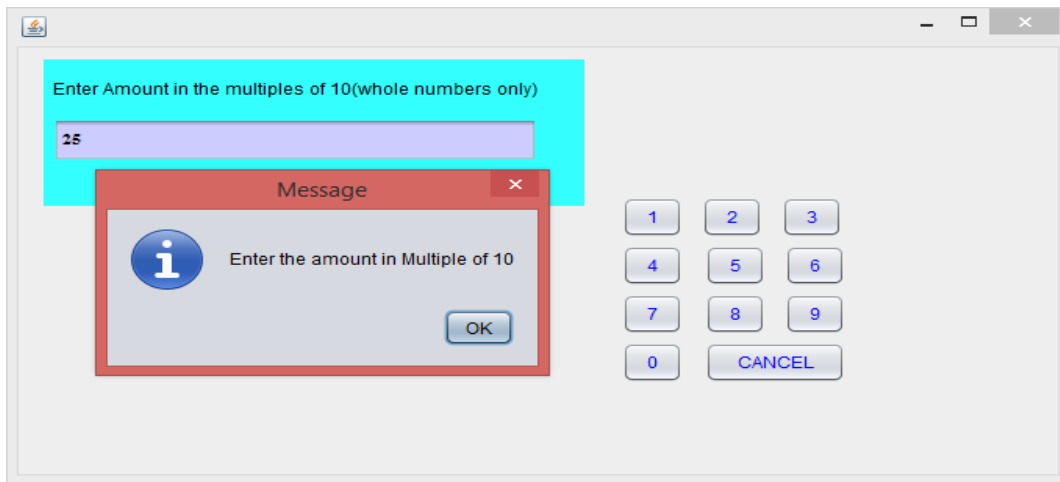
- After, this customer will be asked that if he want to do another transaction.

This screenshot shows an ATM interface. On the left, a cyan box contains the text "Your balance is printed on receipt Another transaction?" with "YES" and "NO" buttons below it. In the center, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the right, a "Receipt" label is followed by a box displaying "\$5000". Below this is a numeric keypad with buttons for digits 1-9, 0, and a "CANCEL" button.

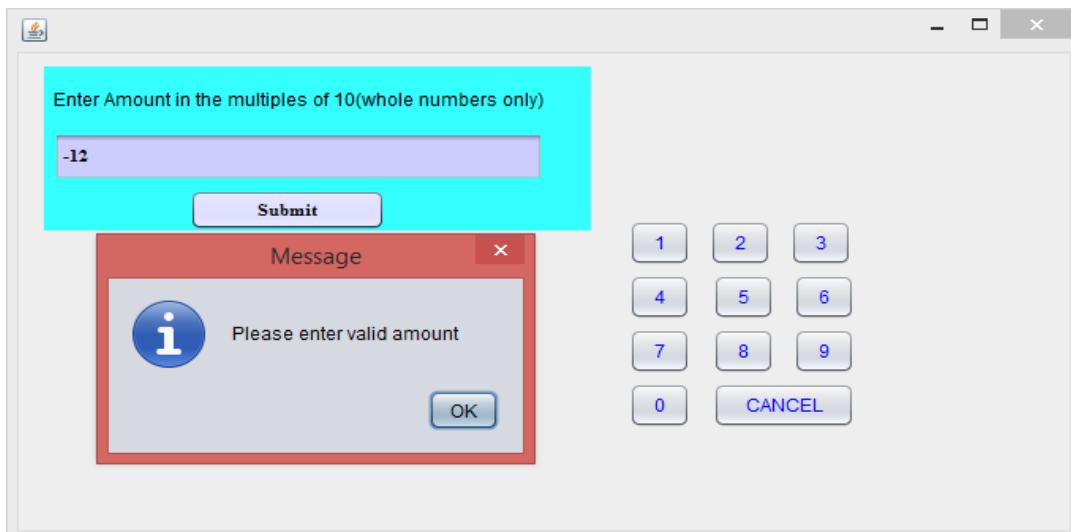
- If he selects yes, customer will be shown screen where he will asked the transaction he/she wants to do, like balance, deposit and withdrawal. If customer selects withdrawal, following screen will be displayed.

This screenshot shows the next step in the ATM interface. On the left, a cyan box contains the text "Enter Amount in the multiples of 10(whole numbers only)" above a text input field and a "Submit" button. In the center, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the right, there is a numeric keypad with buttons for digits 1-9, 0, and a "CANCEL" button.

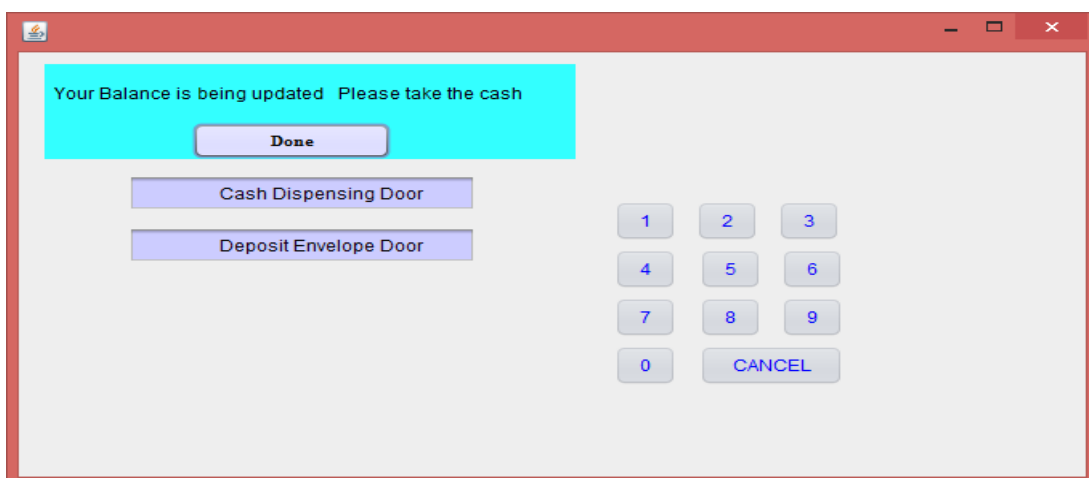
- If the entered amount is not in multiple of 10, following screen will comes up.



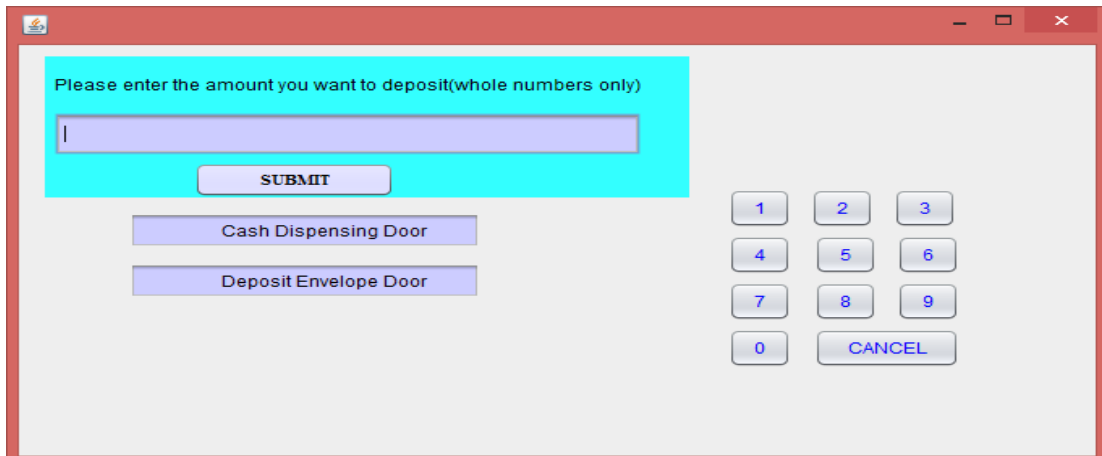
- If the entered amount is invalid, following screen will come up.



- If he enters the correct amount, following screen will come up.



- On Pressing done button, customer will be shown screen where he will asked the transaction he/she wants to do, like balance, deposit and withdrawal. If customer selects balance, following screen will be displayed.



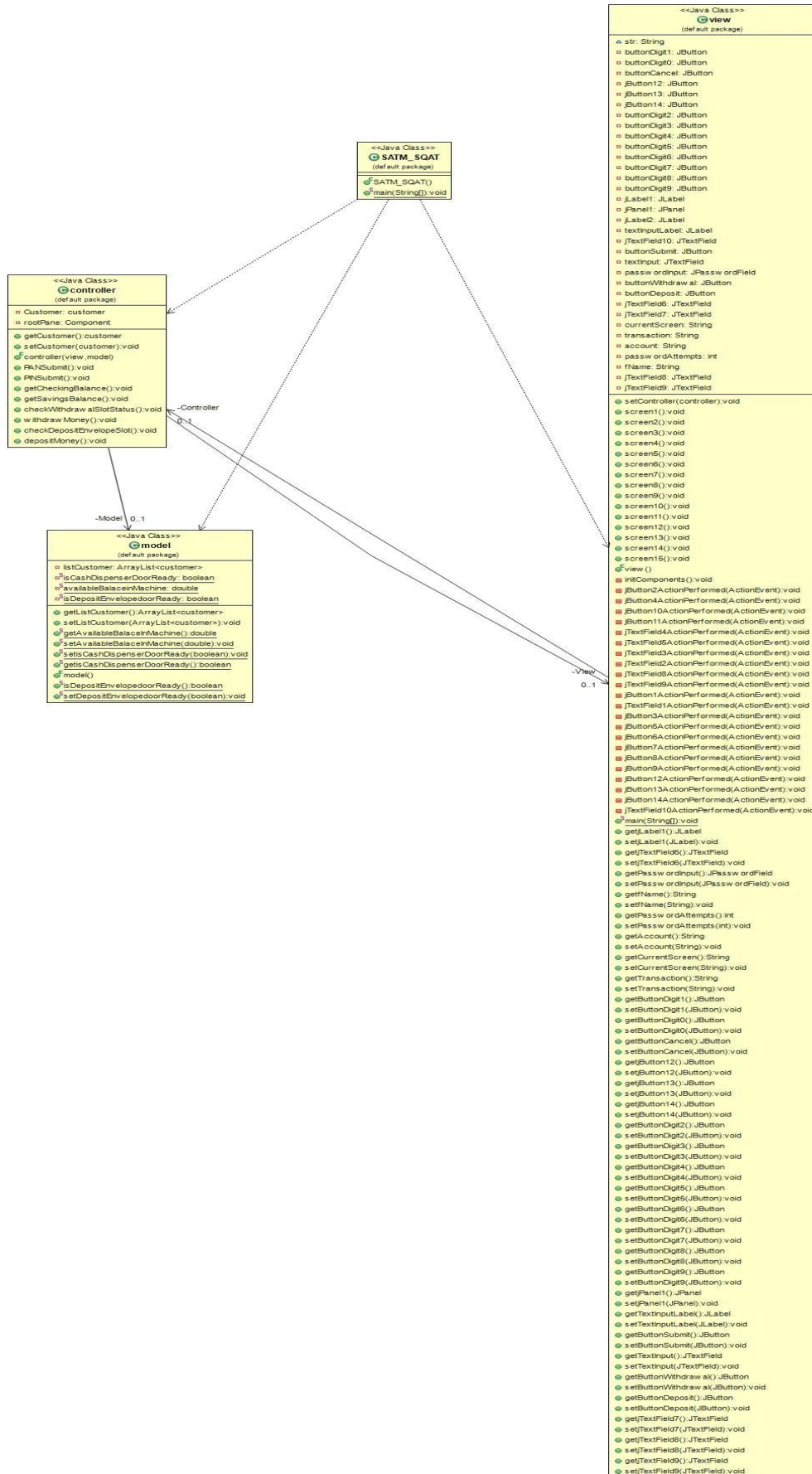
This screenshot shows an ATM interface with a red title bar. A cyan box at the top contains the text "Please enter the amount you want to deposit(whole numbers only)". Below this is a light blue input field with a cursor. A "SUBMIT" button is positioned below the input field. To the right of the input field are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the right side of the screen is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

- On entering correct amount, customer will be shown screen where he will asked if he want to do another transaction, if he says no. following screen will come.



This screenshot shows the next ATM screen. A cyan box at the top contains the text "Please take your receipt & ATM card". Below this is an "OK" button. To the left of the numeric keypad are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". The numeric keypad on the right includes buttons for digits 1 through 9, 0, and a "CANCEL" button.

CLASS DIAGRAM OF MVC ARCHITECTURE:



The controller class acts as an interface between the view class and the model class. The model class performs the computations and then gives the result. The controller takes the result from the model class and passes it to the view class to display it on the GUI.

TESTING OF SATM APPLICATION

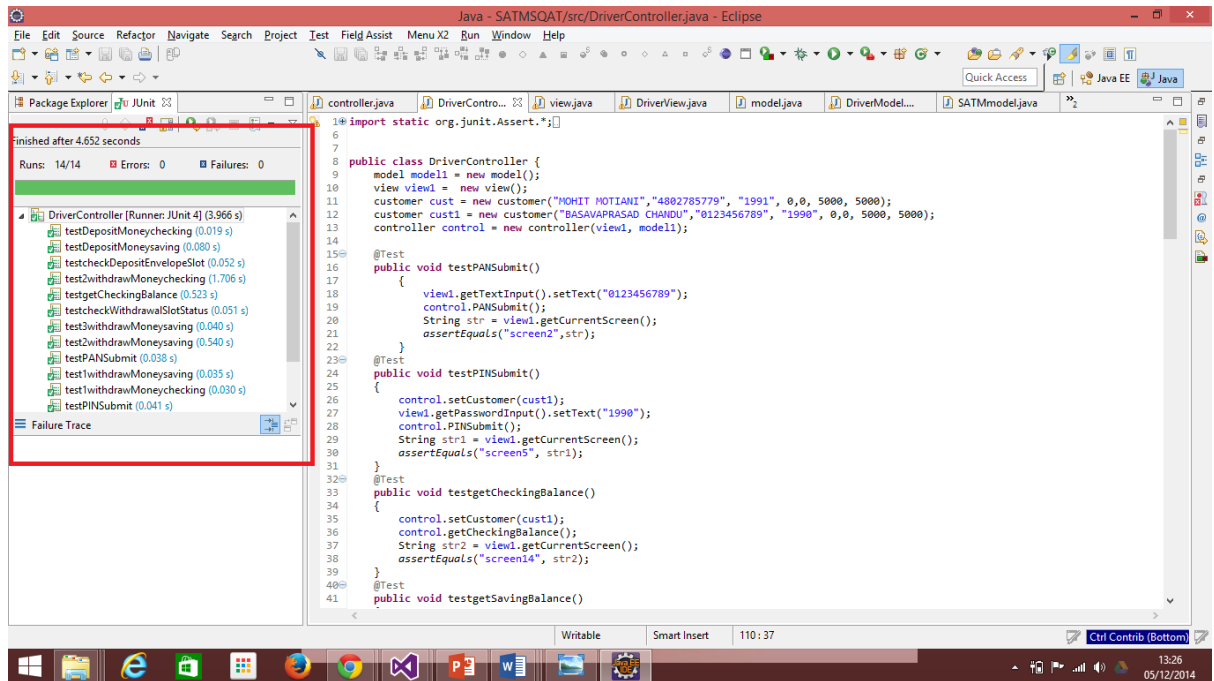
Designing test cases and implementing the test cases is the primary function of this phase. Here, we test the SATM application through the test cases. Junit test drivers are used to implement them. Since, we have implemented the SATM application using MVC architecture, we can test entire application in units or components. We start the testing at unit level, then later for integration testing. This is later surpassed by object oriented system testing.

1) Test cases for controller:

Testing of controller is done using the model based testing strategy. We have different user scenarios and use cases. As discussed, the use case scenarios would be similar to that of model class and view class. However, the implementing setter and getter methods would change. The method that calculates the change will also get changed.

Test Case	Function	Input	Expected Output
1	PANSubmit()	PAN = 0123456789	Screen2
2	PINSubmit()	PIN = 1990	Screen5
3	getCheckingBalance()	Account = Checking	Screen14
4	getSavingBalance	Account = Savings	Screen14
5	checkWithdrawalSlotStatus()	getCurrentScreen()	Screen7
6	withdrwaMoneyChecking()	Account= Checking, Amount = 350	Scree11
7	withdrwaMoneyChecking()	Account= Checking, Amount = 35	Screen7
8	withdrwaMoneyChecking()	Account= Checking, Amount = 100000	Screen9
9	withdrwaMoneySaving()	Account= Saving, Amount = 350	Screen11
10	withdrwaMoneySaving()	Account= Saving, Amount = 35	Screen7
11	withdrwaMoneySaving()	Account= Saving, Amount = 100000	Screen9
12	checkDepositEnvelopeSlot()	getCurrentScreen()	Screen13

13	depositMoneyChecking()	Account= Checking, Amount = 50	Screen14
14	depositMoneySaving()	Account= Saving, Amount = 50	Screen14

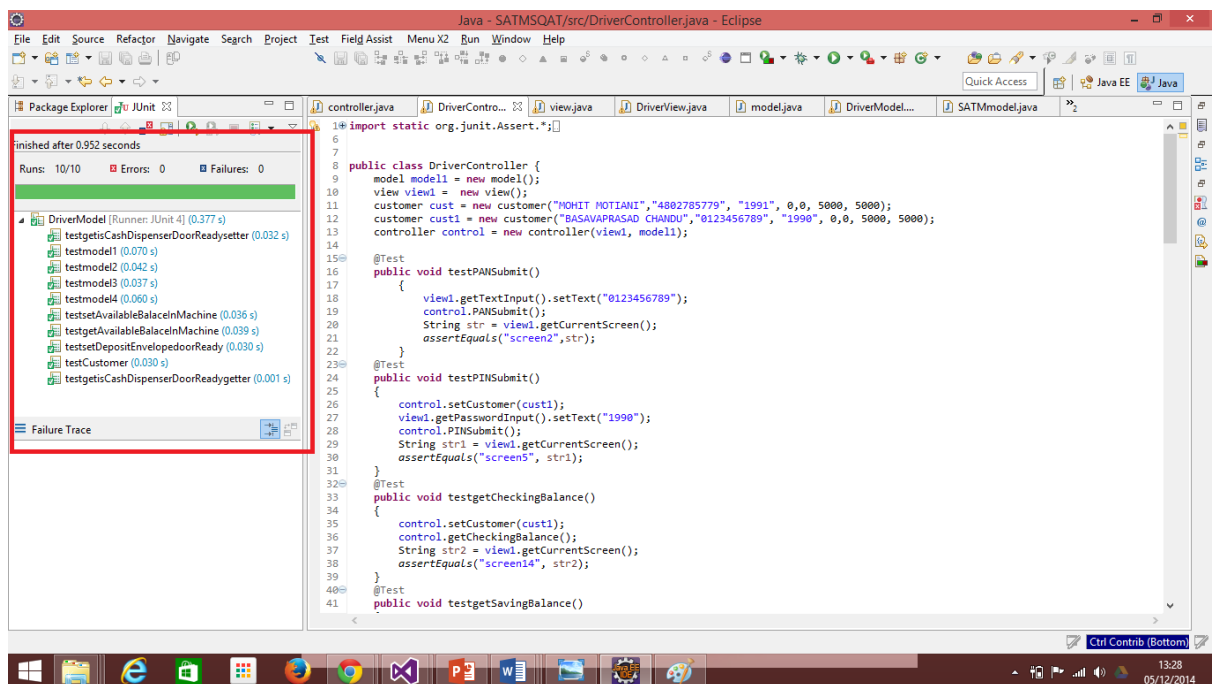


2) Test cases for model:

We can design the test cases for “Model” class by testing the methods within the class along using the functionality of the model in the driver. The class “Model” has methods which get invoked when respective buttons are clicked. There are number of test cases to test the model class of the SATM application. Following are the test cases of Model class.

Test Case	Function	Input	Expected Output
1	Model1()	getCustomerList().get(0)	BASAVAPRASAD CHANDU, 0123456789, 1990, 0, 0, 5000, 5000
2	Model2()	getCustomerList().get(1)	MOHIT MOTIANI, 4802785779, 1991, 0, 0, 5000, 5000
3	Model3()	getCustomerList().get(2)	SAI SASHANK GOPARAJU, 1234567890, 1989, 0, 0, 5000, 5000

4	Model4()	getCustomerList().get(3)	CHHATRAPAL SISODIYA, 9876543210, 1992, 0, 0, 5000, 5000
5	getisCashDispenserDoorReadygetter()	getisCashDispenserDoorReady()	True
6	getisCashDispenserDoorReadysetter()	getisCashDispenserDoorReady()	True
7	getAvailableBalanceInMachine()	getAvailableBalanceInMachine()	100000
8	setAvailableBalanceInMachine()	getAvailableBalanceInMachine()	100000
9	setDepositEnvelopdoorReady()	isDepositEnvelopdoorReady()	True

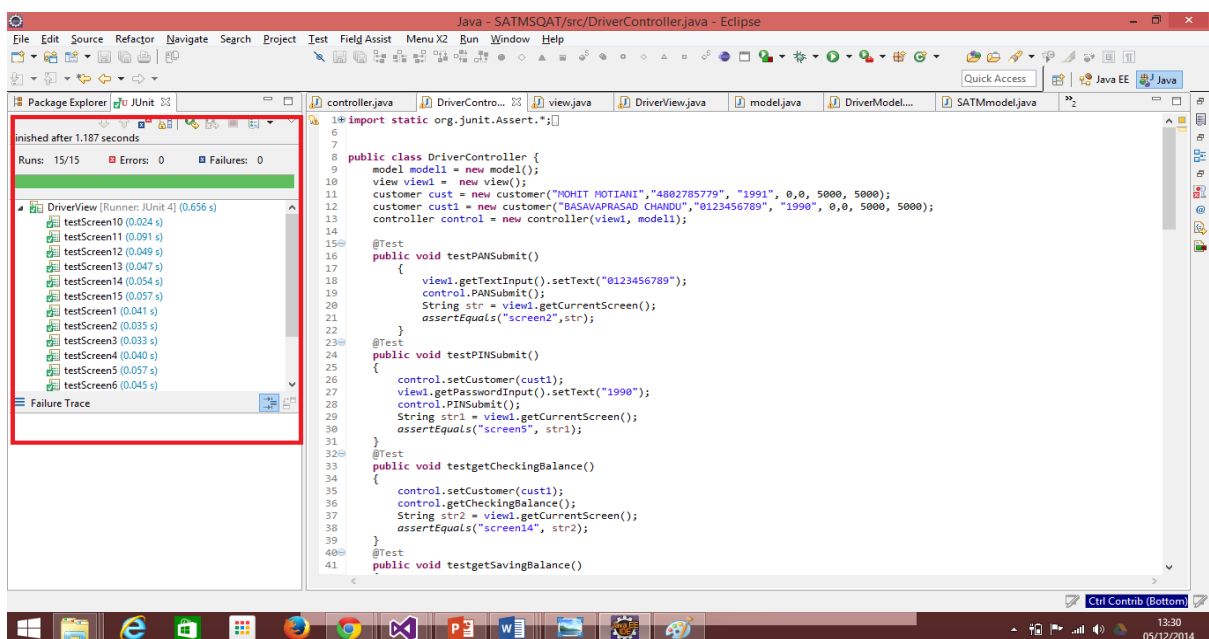


3) Test cases for view:

Testing of VIEW is also done using model based testing strategy. However, the implementing setter and getter methods would change. The method that calculates the change will also get changed.

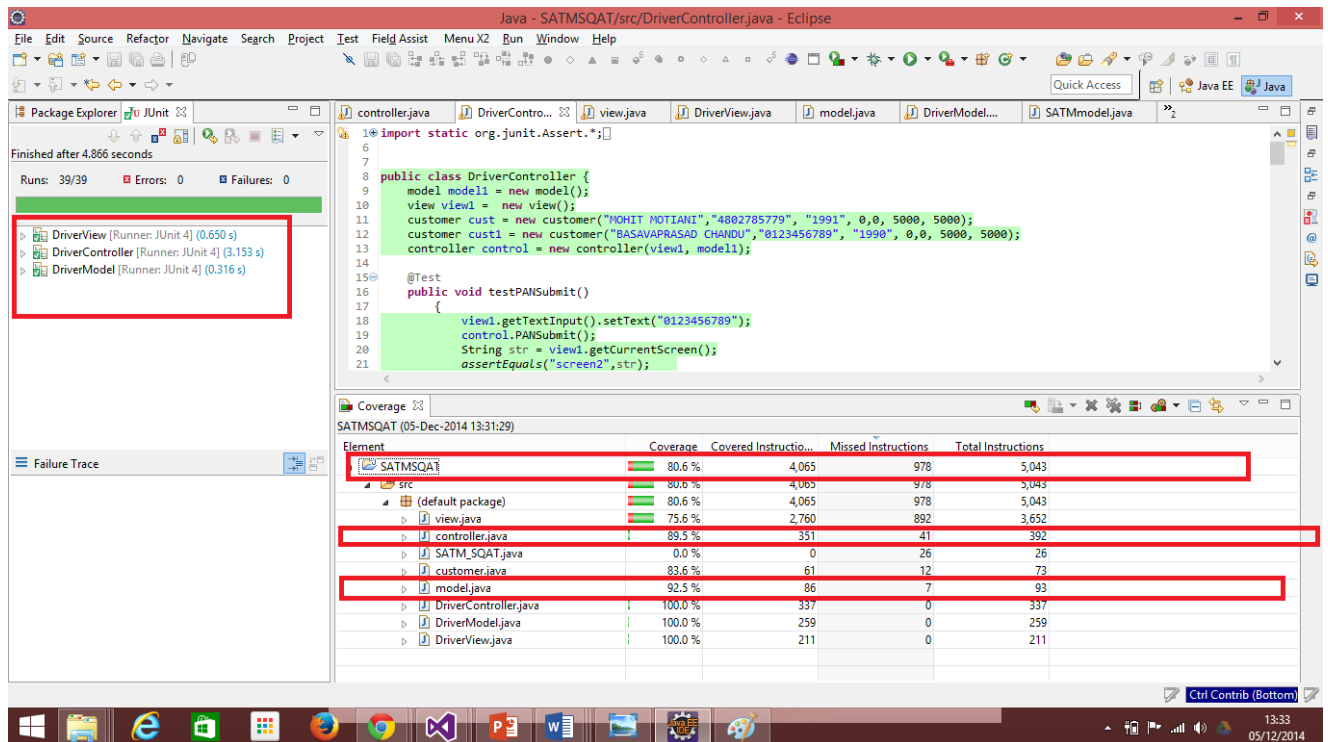
Test Case	Function	Input	Expected Output
1	Screen1()	getCurrentScreen()	currentScreen=1

2	Screen2()	getCurrentScreen()	currentScreen=2
3	Screen3()	getCurrentScreen()	currentScreen=3
4	Screen4()	getCurrentScreen()	currentScreen=4
5	Screen5()	getCurrentScreen()	currentScreen=5
6	Screen6()	getCurrentScreen()	currentScreen=6
7	Screen7()	getCurrentScreen()	currentScreen=7
8	Screen8()	getCurrentScreen()	currentScreen=8
9	Screen9()	getCurrentScreen()	currentScreen=9
10	Screen10()	getCurrentScreen()	currentScreen=10
11	Screen11()	getCurrentScreen()	currentScreen=11
12	Screen12()	getCurrentScreen()	currentScreen=12
13	Screen13()	getCurrentScreen()	currentScreen=13
14	Screen14()	getCurrentScreen()	currentScreen=14
15	Screen15()	getCurrentScreen()	currentScreen=15



CODE COVERAGE:

Code coverage is a measure used to describe the degree to which the source code of a program is tested by a particular test suite. EcJemma is used in eclipse to calculate the coverage. The test cases of my SATM application covers the 81% of code in which it covers around 90% of the controller and 93% of the model. This thing can be seen in the screenshot attached below.



This completes the testing of SATM application.